CASINO GAMES

Service and user's manual

model VEKTOR FOX M II

version: v 3.3 SK (casino) – 2 monitors / €

www.fox-group.sk

Table of contents

1 BASIC INFORMATION

1.1 APPARATUS DESCRIPTION

Gambling machine is an electric apparatus used for performing bets and paying out wins to players, while it is related to hazardous game in sense of Act SNR No. 171/2005 on Hazardous games. Each gambling machine is provided with game or games, which are performed according to the rules of the game, approved by relevant licensing body. Gambling machine is designed for inserting and paying out 1,- € coins and accepting 5, 10, 20, 50 a 100 € banknotes.

Gambling machine is equipped with 2 displays, which respond to the software version with reference to concerned type-test marked as **v 3.3 SK(casino)**.

Gambling machine is designed for indoor spaces and is not suitable for installation to the areas, where salient water can be used.

It is not allowed to clean the gambling mahcine with salient water.

Gambling machine cannot be exposed to high temperature variations as well as high degree of wetness.

Gambling machine consists of wooden or all-metal box with frontal opening for easy access of service technician, secured by mechanic lock and frontal bottom door for money-box (coins and notes). Gambling machine is equipped with two displays, from which bottom display has touch board for direct operating. Apparatus can be operated also with control buttons with backlight.

Gambling machine is connected to power system 230V (see security warnings) with flexo lead approx. 2 metres long and is equipped with a line breaker on the hind-side.

1.2 TECHNICAL PARAMETERS

Line voltage:	**230 V**
Energy consumption:	**250 VA**
Hight:	**190 cm**
Width:	**53 cm**
Weight:	**110 kg**

Components used in gambling machine:

component	producer	type	alternate
Coin comparator:	Comestero	RM 5	
Notes acceptor:	Innovative Technology	NV 10	NV 7, NV 8 NV 9
Monitor:	ELO	ELO TOUCH 19"	Eurocoin
Hopper:		MK 4	

Gambling machine is equipped with 3 electromechanical counters, which along with electronical accounting registers serve as independent double control for figures IN, OUT a REFILL. Electromechanical counters are mounted in extra box and should be sealed during all time of operation. Elektromechanical counters register values in proportion 1:1 (1 € = 1 step).

1.3 BUTTONS AND OPERATING

Keyboard

- Menu
- Stop [1-5]
- Start
- Bet/Take
- Bank
- Info
- Payout

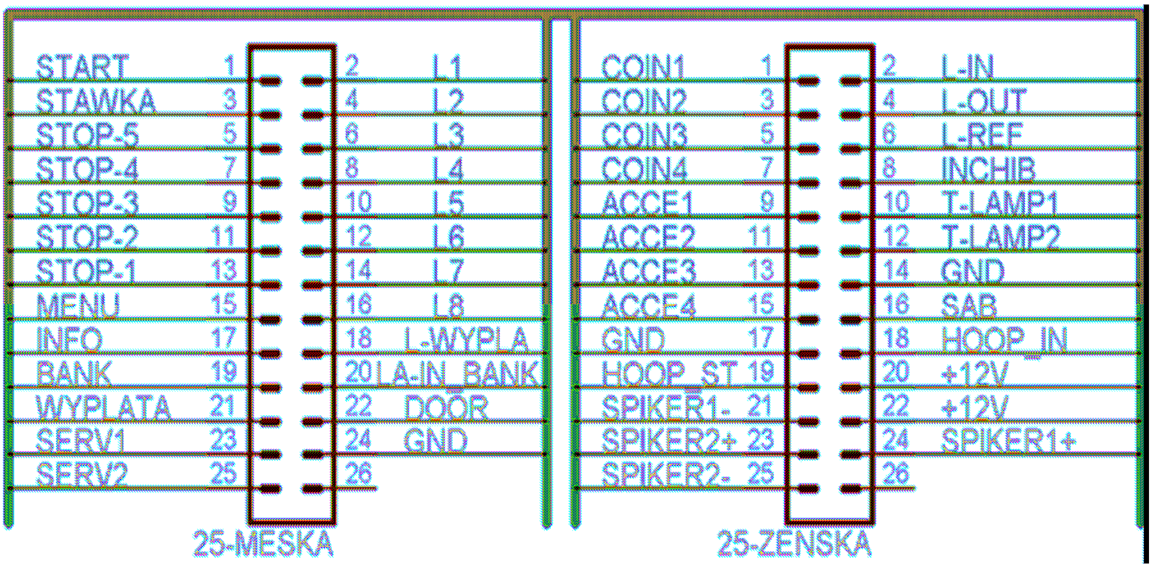
Drivers

- Small driver („croupier/barman service ")
- Main driver („operator")

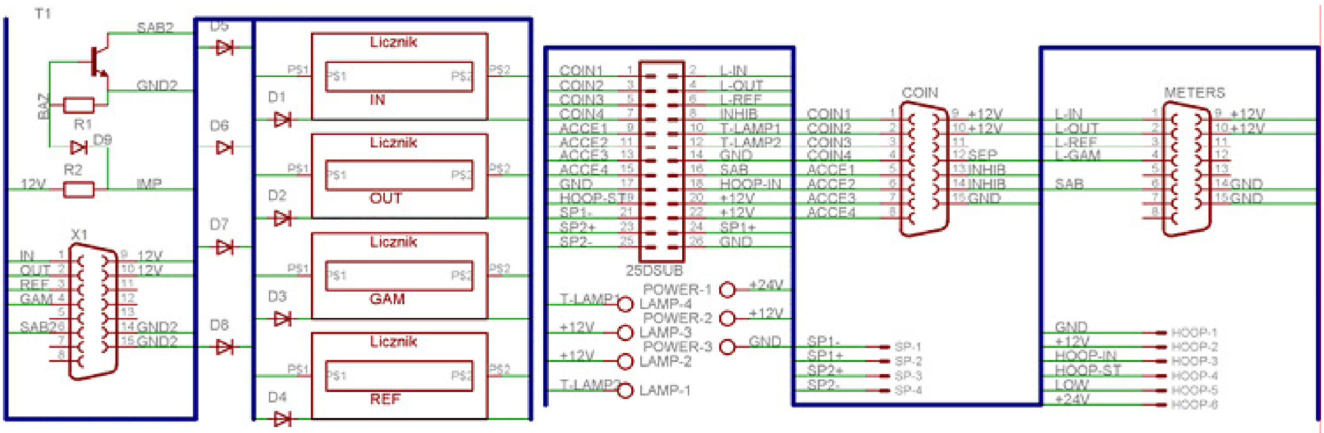


(picture 1.1)

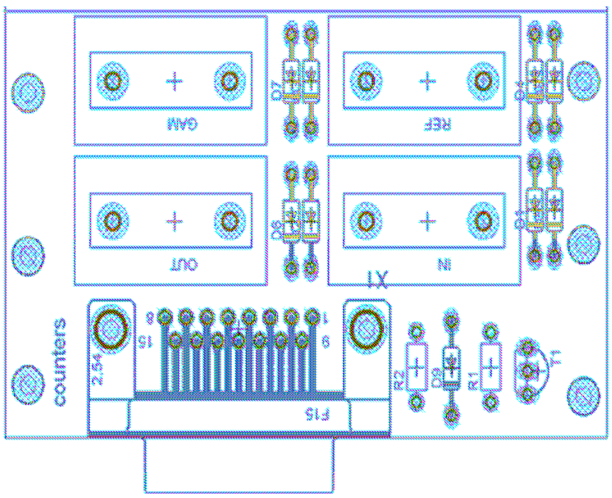
1.4 DESIGN OF CONNECTION



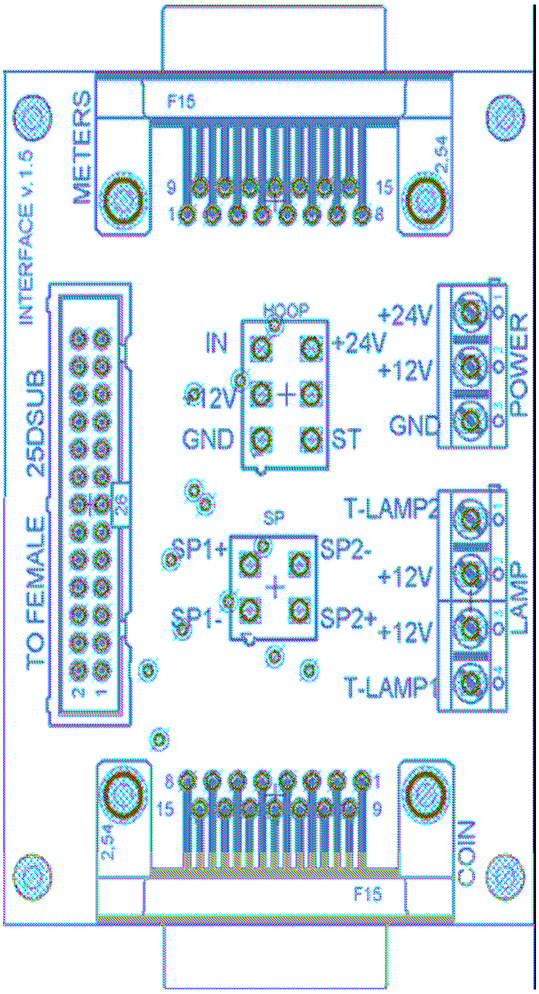
(picture 1.2) kit connection



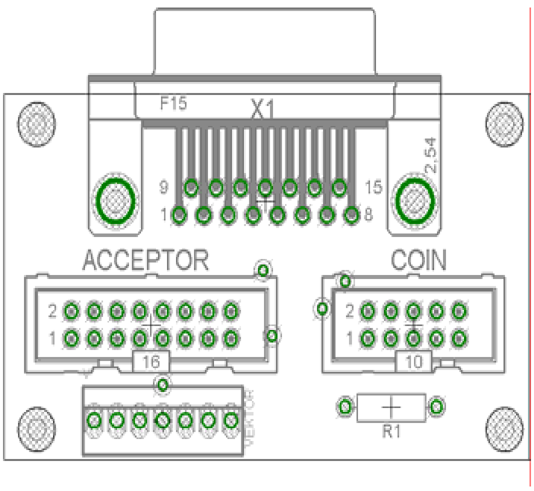
(picture 1.3) connection of additional board with printed circuits board



(picture 1.4) board of printed circuits board A



(picture 1.5) board of printed circuits board B



(picture 1.6) board of printed circuits board C

2 PROGRAM DESCRIPTION

2.1 GAMES STARTUP

Game can be launched (through the touch panel) by touching relevant game title or through the buttons MENU (red) and after that button START near selected game.

2.2 GAMES DESCRIPTION

2.2.1 Hot Coins

- 3 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 8€
- max win for bet 10€ is 800€
- all winning combinations refer to 3 same symbols in one line
- bonus: 3 winning spins if 9 different symbols will appear on the display



2.2.2 Crystal Fruits

- 3 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 25€
- max win for bet 10€ is 2500€
- all winning combinations refer to 3 same symbols in one line
- bonus: 9 cherries x 2, 9 lemons x 3, 9 oranges x 4, 9 plums x 5



2..2.3 Sparkling Hot

- 5 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 100€
- max win for bet 10€ is 10000€
- all winning combinations refer to 3-5 same symbols in one line. All winning combinations are from left to the right, except scatter. All winning combinations refer to selected lines, except scatter. Scatter wins at each position.

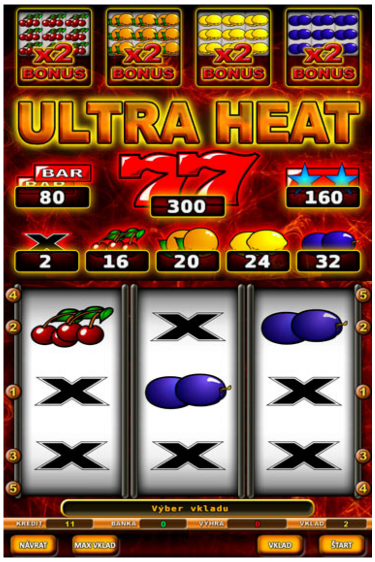


2.2.4 Water World



- 5 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 100€
- max win for bet 10€ is 10000€
- all winning combinations refer to 2-5 same symbols in one line. All winning combinations are from left to the right, except scatter. All winning combinations refer to selected lines, except scatter. Scatter wins at each position.
- bonus:
  Small poker (rate 1; max win is 100) ,
  Large poker (rate 1; max win is 150);
  (Large poker = A, K, Q, J, 10, Small poker = K, Q ,J,10 ,9)

2.2.5 Ultra Heat



- 3 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 16€
- max win for bet 10€ is 1600€
- all winning combinations refer to 3 same symbols in one line
- bonus: win will be duplicated if nine different symbols will be displayed (refers to symbols: cherry, orange, lemon, plum)

2.2.6 European poker Deluxe



- 5 card game
- two deals in each game
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 60€
- max win for bet 10€ is 6000€

2.2.7 Royal poker



- 5 card game
- two deals in each game
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 60€
- max win for bet 10€ is 6000€

2.2.8 Jokers Deluxe



- 5 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 80€
- max win for bet 10€ is 8000€
- all winning combinations refer to 3-5 same symbols in one line. All winning combinations are from left to the right, except scatter. All winning combinations refer to selected lines, except scatter. Scatter wins at each position.

2.2.9 Fruit poker



- 5 card game
- only one deal
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 100€
- max win for bet 10€ is 10000€

2.2.10 Tutti Frutti



- 5 roller game
- 5 winning lines
- bets from 0,1€ to 10€
- max win for bet 0,1€ is 80€
- max win for bet 10€ is 8000€
- all winning combinations refer to 3-5 same symbols in one line. All winning combinations are from left to the right, except scatter. All winning combinations refer to selected lines, except scatter. Scatter wins at each position.

2.4 PAYOUT OF CREDIT

Only points from credit can be paid out.
Credit is paid out by touching the field PAYOUT on touch panel or by pushing button on the keyboard.
Payout can be launched only from main menu.

3 PROGRAM OPERATING

3.1 CROUPIER / BARMAN SERVICE

For service entry push driver No. 1.

In service window we move by using cursor on touch panel or by using button STOP1 (bottom), STOP2 (top), STOP4 (left), STOP5 (righ), START (approve)

3.1.1 Main settings



(picture 2.4)

1. volume up
2. volume down
3. calibrating touch panel
4. bookkeeping
5. add 10 to credit
6. add 100 to credit
7. cancel added credits
8. key for payout of credit
9. hopper refill

Volume can be adjusted with buttons 1 and 2 (picture 2.4)
For calibrating touch panel push button 3 (picture 2.4)

For credit addition push button 5 and 6 (picture 2.4), in case of mistake it is possible to cancel selection by pushing button 7 (picture 2.4), and quit menu.
Payout with key is possible only from CREDIT

3.1.2 Bookkeeping



(picture 2.5)
1. Reset of electronic counters in "croupier/barman" mode
2. Back to menu.

3.1.3 Refill

Activated by pushing field 9 (picture 2.4)
For returning to menu touch field 1 (picture 2.6)
Refill counter viewable in refill mode (picture 2.6) and bookkeeping (picture 2.5)



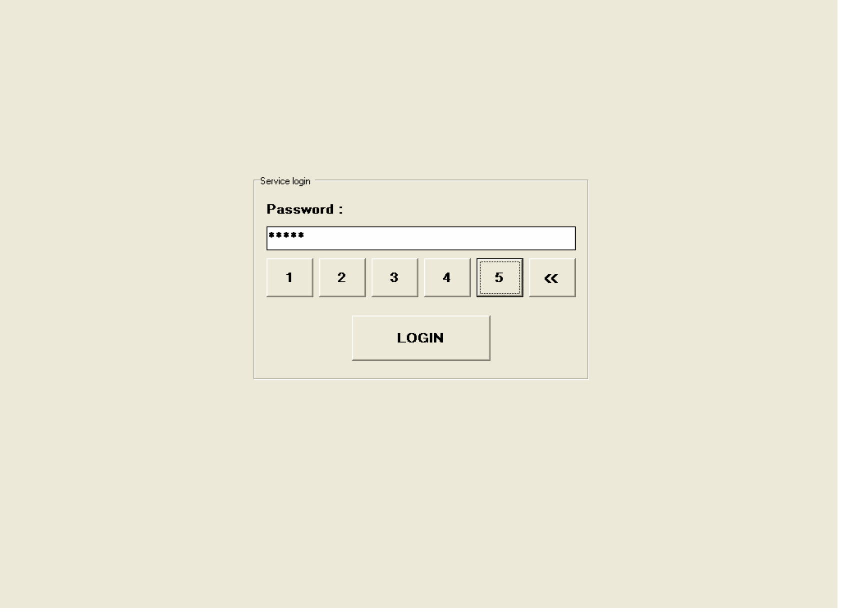
(picture 2.6)

3.2 OPERATOR

For access to mode „Operator” activate driver 2.
In menu we move by using cursor on touch panel or by using button STOP1 (bottom), STOP2 (top), STOP4 (left), STOP5 (righ), START (approve)
On the top of the display we can see mode options.

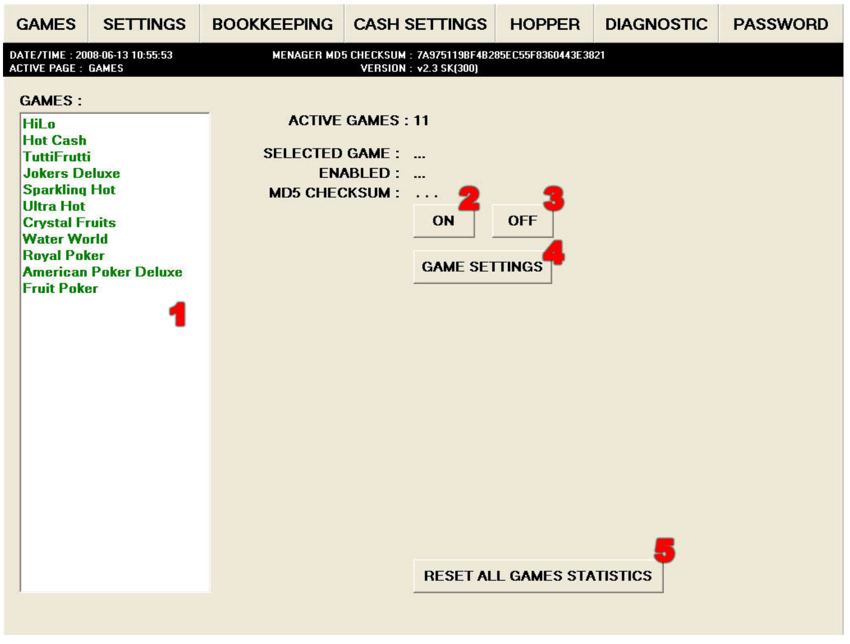
3.2.1 Sign on

For security enhancement a safety password is used, standardly 12345, which should be changed by user (point 3.2.6). There are two alternatives how to type a password (by touch panel or a keyboard), STOP1 – STOP5 (numbers 1-5), BET – cancel, START – approve. For password creation numbers 1,2,3,4,5 can be used, password must contain at least 5 and maximum 20 symbols.



(picture 3.1)

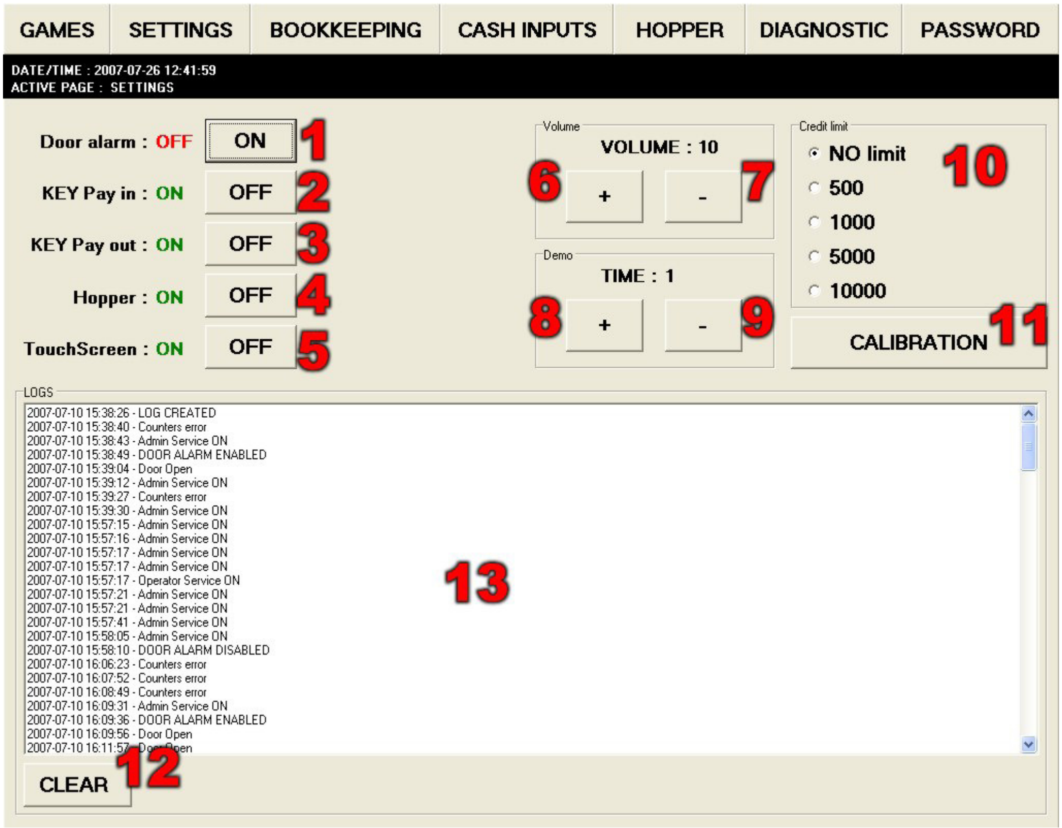
3.2.2 Game settings



(picture 3.2)

In game settings we can activate or deactivate particular games or watch game statistics (deposits, wins, last games). For activating and deactivating particular games have to be selected from the list (1 picture 3.2) and afterwards turn on or turn off the activation (2 picture 3.2). Activated games are marked by green colour, deactivated by red colour. It is not possible to deactivate game HiLo. It is not possible to deactivate all games, at least two games have to be active + HiLo. For game statistics entry, we have to select relevant game from the list (1 picture 3.2) and then select „game settings“ (4 picture 3.2). Not every game has got the statistics, button GAME SETTINGS (4 picture 3.2) is not active near this game.
For cancelation of all game statistics we can use button RESET ALL GAMES STATISTICS (5 picture 3.2)

3.2.3 Main settings



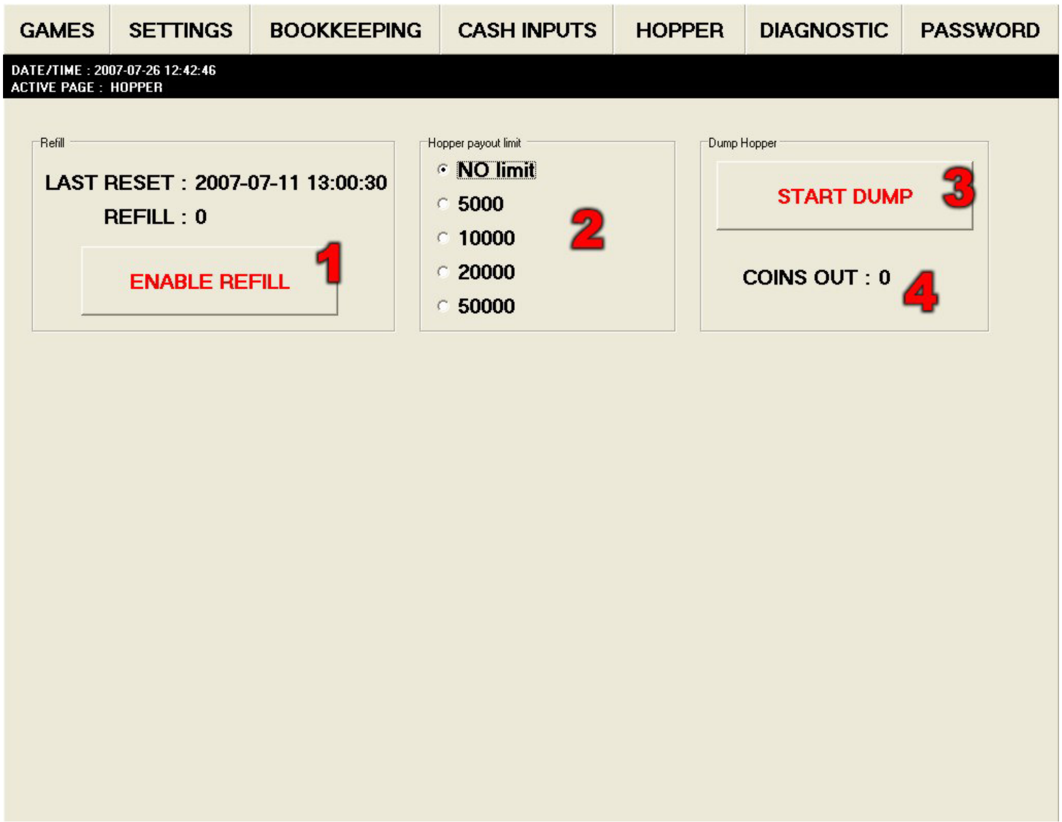
(picture 3.3)

1. Door alarm – turn on or turn off alarm when the doors are opened.
2. Key pay in – activation or deactivation of key for credit increasing
3. Key pay out – activation or deactivation of key for credit payout
4. Hopper – activation or deactivation of hopper
5. Touch Screen – activation or deactivation of touch panela, if calibration is not activated
6. Volume +
7. Volume –
8. Demo time +
9. Demo time –
10. Credit limit
11. Calibrating
12. Cancel of program log
13. Window for log displaying

Volume can be changed with buttons 6,7 (picture 3.3)
Settings for demo time + and – (8,9 picture 3.3), if time for demo is 0, demo is turned off.

Log containds time information about following facts:

1. activation of key „operator“
2. payout
3. activation / deactivation of all games
4. displaying game statistics
5. opened door
6. canceling game statistics
7. disconnecting counters
8. activation / deactivation of door alarm
9. activation / deactivation of increasing credit with key
10. activation / deactivation of credit payout with key
11. activation / deactivation of hopper function
12. activation / deactivation of touch panel
13. change of limit for credit
14. cancelation of program log
15. change limit for hopper
16. activation / deactivation of hopper refill
17. activation / deactivation of hopper payout
18. cancelation of bookkeeping

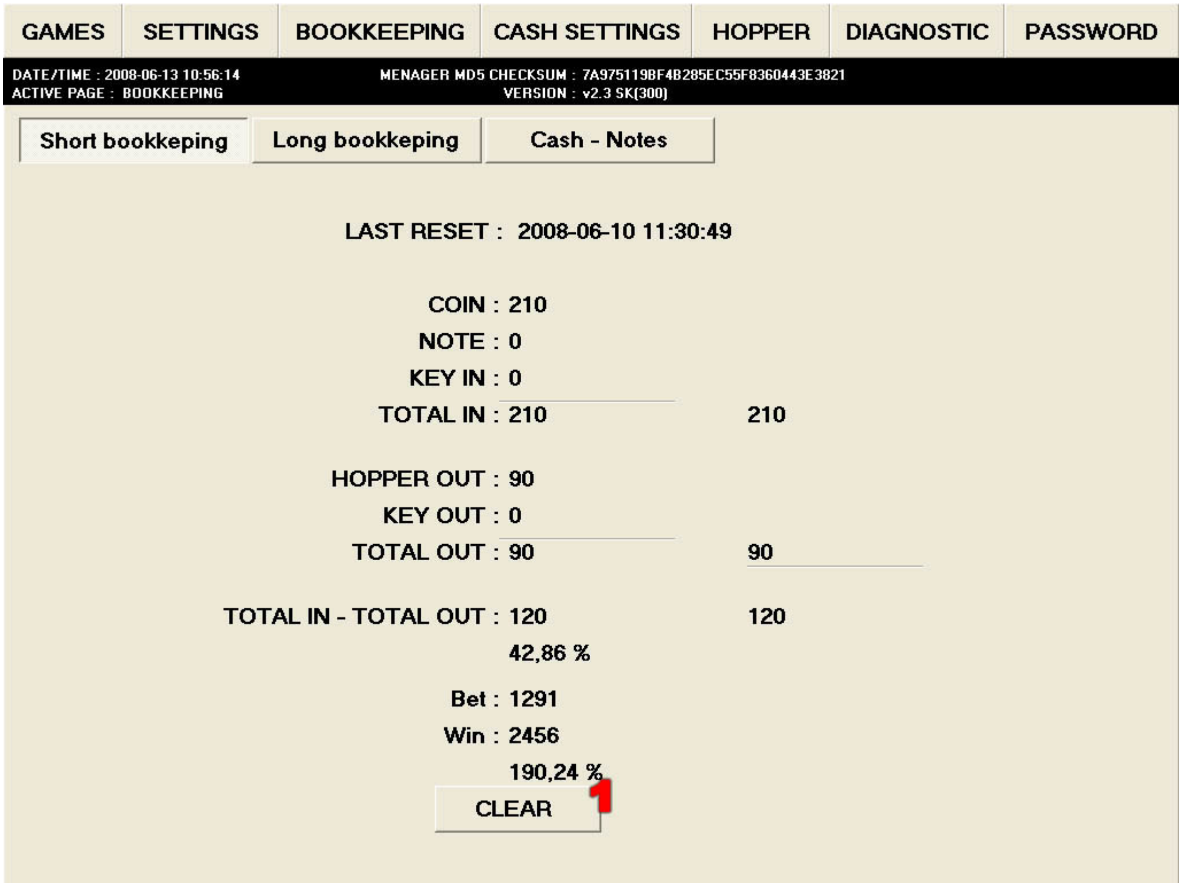


(picture 3.4)

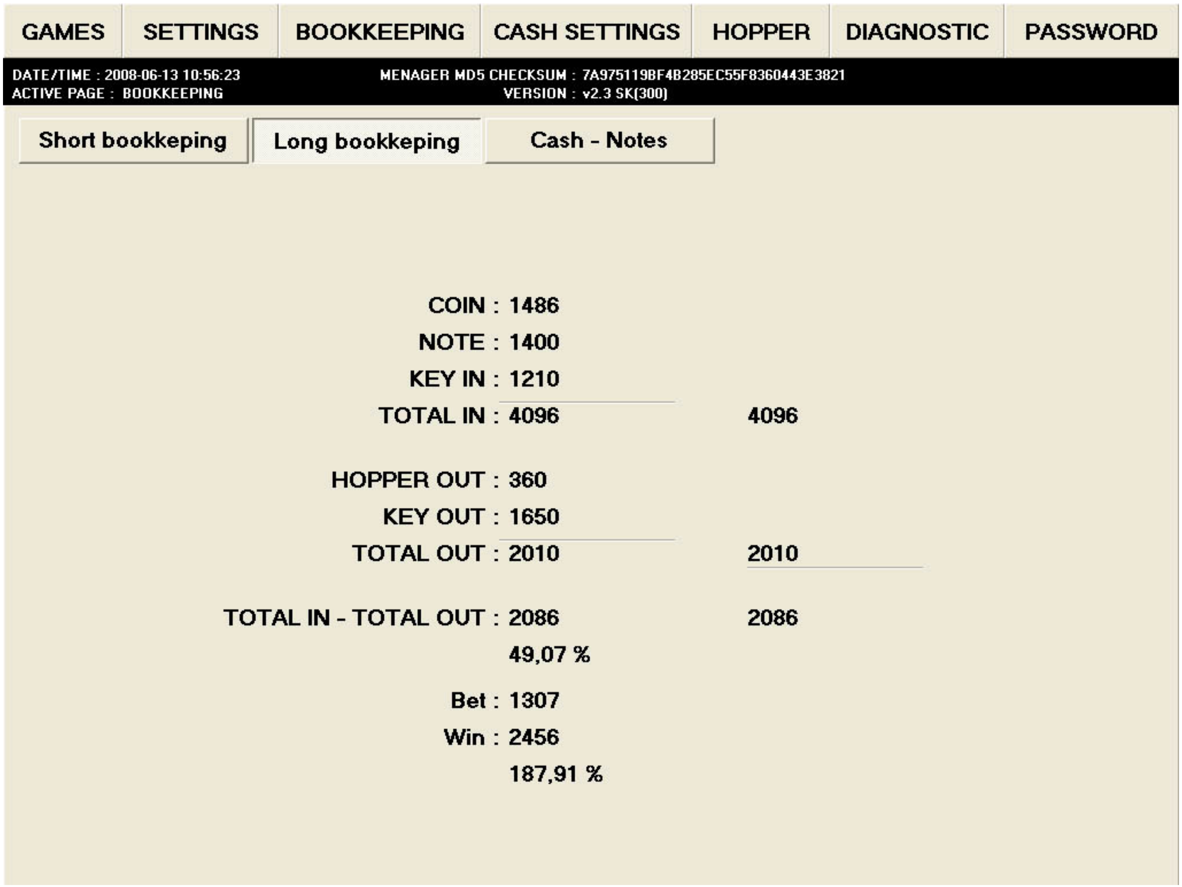
1. activation / deactivation of refill
2. Hopper limit – if credit for payout is higher then hopper limit, program will display „call attendant" for credit payout with key
3. activation / deactivation of dumping hopper
4. sum of paid out coins (from hopper).

3.2.4 Bookkeeping

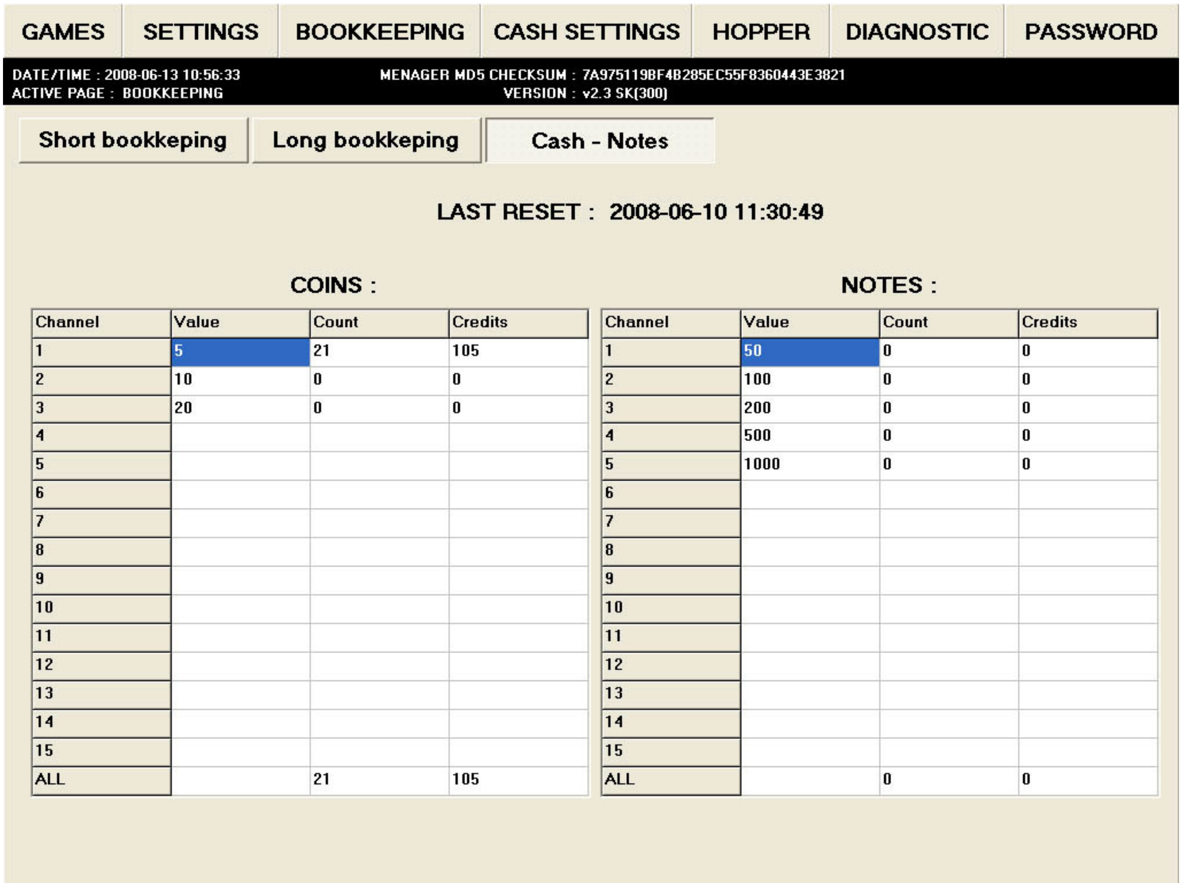
In bookkeeping it is possible to watch current status of inserted and paid out money. We have two types of bookkeeping – long and short, which can be deleted (1 picture 3.5).
"CASH INPUTS" displays amount of single value of coins and notes inserted to the credit of winning machine.



(picture 3.5)



(picture 3.6)



COINS :

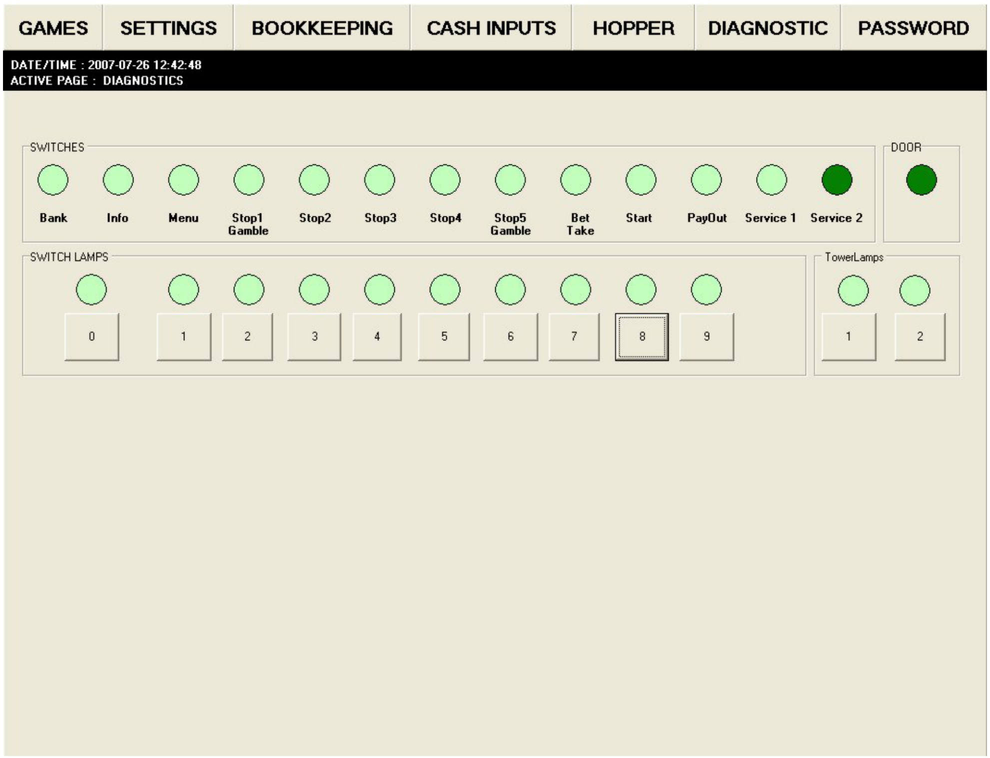
Channel	Value	Count	Credits
1	5	21	105
2	10	0	0
3	20	0	0
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
ALL		21	105

NOTES :

Channel	Value	Count	Credits
1	50	0	0
2	100	0	0
3	200	0	0
4	500	0	0
5	1000	0	0
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
ALL		0	0

(picture 3.7)

3.2.5 Diagnostics

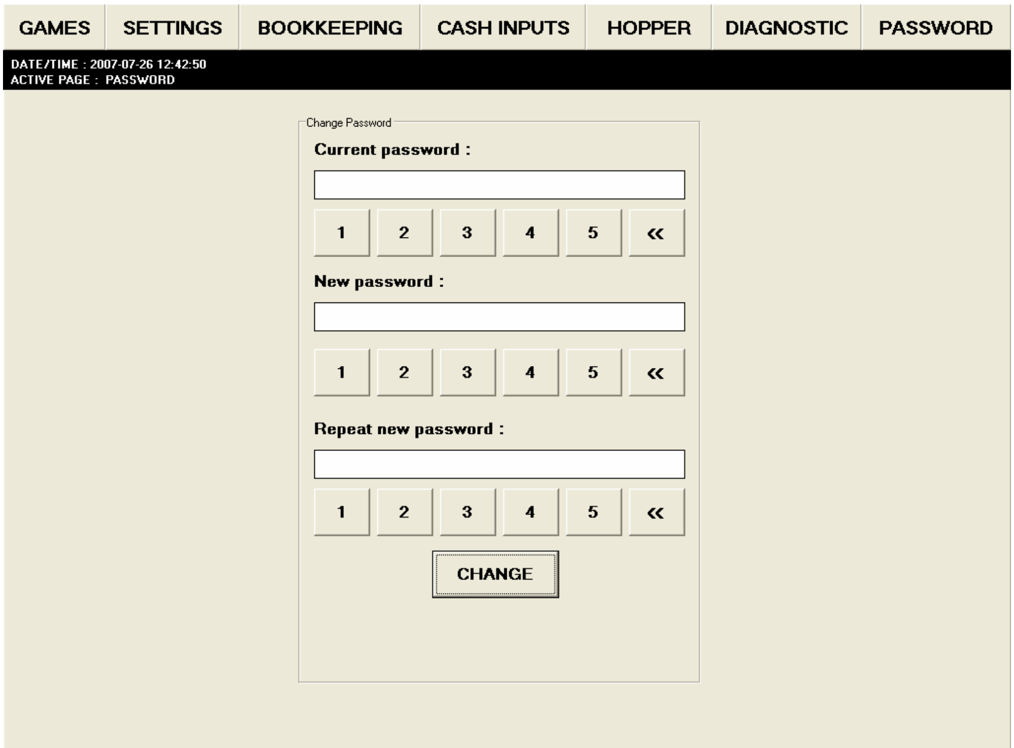


(picture 3.8)

In diagnostic mode we can test keyboard and driver buttons. We can also test bulbs (button bulbs and light).

3.2.6 Change of password

We can use combination of numbers 1,2,3,4,5 for creating a password. Password can contain from 5 to 20 symbols. For changing password we have to type current password to the first gap, and type new password to the second and third gap and afterwards push CHANGE button.



4 SAFETY WARNINGS

Warning No.1

Before every intervetion to the apparatus it is necessary to unplug apparatus from electric current source, to avoid an electric current accident. This obligation does not refer to persons which are competent and educated (e.g. service technician etc.).

Warning No.2

Use only standard input of electric current, to avoid an electric current accident. As artificial inputs of electric current use only those, which are specified accurately. Artificial inputs must be up to same charge standards, as are set by current and voltage values for correct function of apparatus.

Warning No.3

Plug in connectors thoroughly. Make sure that each connector at each board of printed circuit are pluged in correctly. Connectors are constructed for only one way of plug in. If easy plug in is not possible, do not use force. Check, if connector is turned in the right way. Reverse of connector can cause unsteerability of game, failure of launching the apparatus, damage of some of its parts or other error conditions.

Warning No.4

After transport of winning machine to the destination place, it is necessary to wait untill room temperature and machine temperature are balanced, before first activation of the machine, because in the machine there are components sensitive to the change of temperature .